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41 A perceptually-supported sketch editor

77%



Eric Saund , Thomas P. Moran

Proceedings of the 7th annual ACM symposium on User interface software and technology November 1994

The human visual system makes a great deal more of images than the elemental marks on a surface. In the course of viewing, creating, or editing a picture, we actively construct a host of visual structures and relationships as components of sensible interpretations. This paper shows how some of these computational processes can be incorporated into perceptually-supported image editing tools, enabling machines to better engage users at the level of their own percepts. We focu ...

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Maureen C. Stone , Ken Fishkin , Eric A. Bier

Conference proceedings on Human factors in computing systems : "celebrating interdependence": "celebrating interdependence" April 1994

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David Kurlander

Conference proceedings on Human factors in computing systems May 1993

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Volume 12 Issue 4
Many graphic tasks, such as the manipulation of graphical objects and the construction of user-interface widgets, can be facilitated by geometric constraints. However, the difficulty of specifying constraints by traditional methods forms a barrier to their widespread use. In order to make constraints easier to declare, we have developed a method of specifying constraints implicitly, through multiple examples. Snapshots are taken of an initial scene configuration, and one or more additional ...
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Bing Wang , Peter Hitchcock
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Simon M. Kaplan , William J. Tolone , Alan M. Carroll , Douglas P. Borgia , Celsina Bignoli
ACM SIGSOFT Software Engineering Notes , Proceedings of the fifth ACM SIGSOFT symposium on Software development environments November 1992
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In this paper we discuss the architecture of the Conversation Builder, an environment for collaborative work, and show how our framework provides a powerful basis for support of collaborative software development activities.

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David Kurlander , Steven Feiner

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